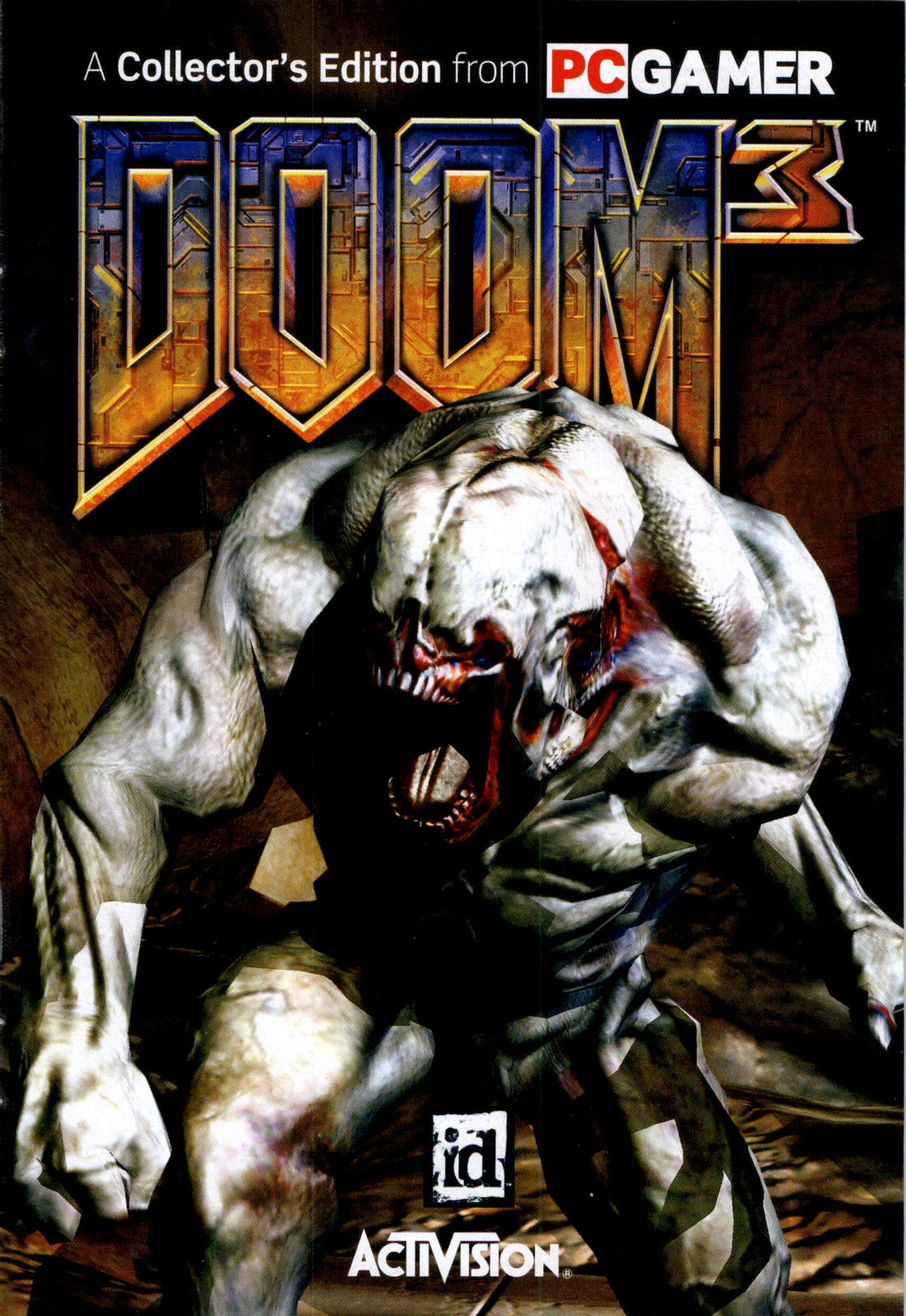
A Collector's Edition from PC GAMER

DOOM 3™



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WELCOME TO HELL

DOOM 3™

The Past. The Future. It's all here in the PC GAMER Collector's Edition *DOOM 3* magazine. We're at death's door...

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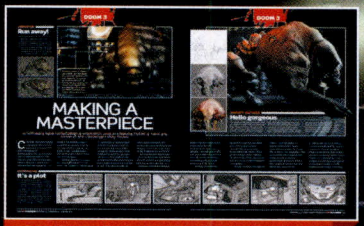

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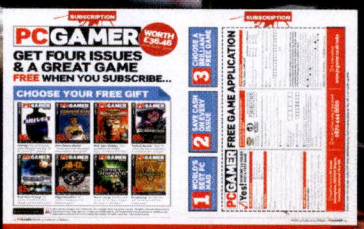

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DOOM was the game that changed everything. Terrifying, visceral, relentless, unique: it was the first serious step in the direction that modern PC games would take. Its violence has remained controversial, and its appeal has remained undiminished. There can be few games that have had the impact that this demon-filled slugfest has had on our collective consciousness. Everyone knows what *DOOM* is, and many of those people who have played it have had their lives changed forever. Want to know why *Half-Life*, or *Far Cry* or *Quake* exists? Look to *DOOM*.

Now, a decade on, the team that created that legend, Texas-based id Software, are remaking the original concept in a way that defies expectations and redefines our gaming frontiers. *DOOM 3* will return to the frightening traditions of its ancestor, and give new life to the flickering tunnels and demonic corridors, all in a way that has never been possible before now. This is a tale of death and darkness in deep space, told through the medium of the most advanced 3D technologies the world has ever seen: on your home PC.

DOOM 3 will set a new benchmark for visuals, sound effects, animation, physics, and much else besides, as you will discover in the following pages. For gamers around the world there is no bigger event than this. The electronic entertainment industry is on tenterhooks and we can tell you: this is worth getting excited about.

Prepare to be blown away.

Hordes of enemies made the original *DOOM* into a savage experience.

THE LEGACY OF DOOM

DOOM's influence was so phenomenal, it can still be seen in videogames today.

id Software were always on the cutting edge of what was possible. But, never satisfied with the norm, they pushed the boundaries too. The original *DOOM* was initially distributed as a shareware game that anyone could get hold of for free. This, and the clear and distinct quality of the experience, meant that the game spread like wildfire, and also shook up the companies that believed that off-the-shelf retail was the only way to sell games. Gamers used the then-rudimentary network that preceded the modern internet to send the shareware game to one another and, as the game spread down cables and across floppy disks, so the excitement became an avalanche. The moral minority were outraged by the demonic imagery and the sheer inertia of violence. The gaming majority were jaw-dropped and instantly hooked. It was like nothing we'd ever seen before: a consistent, palpable, visceral 3D world that instilled fear and awe in all who experienced it.

Its success spawned a comic-book and novels were written in the *DOOM* universe. There was even a big-budget film mooted, with producer Ivan Reitman's name attached to the project.

DOOM became a model for the whole next generation of games, and generations to follow. id's masterpiece, although not the only game with a real-time first-person perspective, was the pioneer that put first-person action at the forefront of PC gaming for good. Consistent and cleverly implemented, *DOOM* set a benchmark for game design that would leave many developers trailing behind.

But there are two major trends started by *DOOM* that have persisted and grown over time, culminating in an explosion of activity in the last few years. The first of these is networked multi-player gaming. Although it took the *Quakeworld* expansion for id's *Quake* to really put first-person multi-player combat on the map, it was *DOOM* that created the blueprint. *DOOM* was the first taste of networked combat for tens of thousands of gamers. It changed perspectives about how games should be played, radically altering the concept of what people wanted from their PCs. The online gaming communities, especially those based around first-person shooters, have now grown out of all recognition, to the point where first-person cyber-sports support a semi-professional international gaming scene. This is the legacy of *DOOM*.

DOOM 3

The chaingun made short work of armies of the undead.

The original Imp was a feisty fireball-hurling beast of death.

THE HISTORY OF DOOM

1991

John Carmack's *Hovertank*.

1992

Wolfenstein paved the way for *DOOM*.

1993

1994

The big daddy of *DOOM* itself.

1995

1996

DOOM II was a revelation.

1997

1998

Quake gave more freedom to gamers.

1999

2000

Quake II's visuals pushed boundaries.

2001

2002

Quake III was a multiplayer hit.

2003

DOOM 3 will redefine gaming.

2004

The other phenomenon that *DOOM* can be credited with kicking off is the communities of gamers who use the tools their games provided to make free content – the so-called modding community. While there's always been amateur game-building enthusiasts, *DOOM* began to make it a more mainstream hobby. Players created thousands of new maps, named WAD files, and these changed hands over the internet of the day, or on dozens of floppy discs. Today a game is seen as sadly lacking if it fails to include map editing and other software to enable gamers to create their own content. id have long supported the amateur communities, and the sophisticated development tools that will supplement *DOOM 3* are a direct result of the DIY attitude that the original *DOOM* engendered in PC gamers.

DOOM changed the face of the games industry forever. The success of the game has made superstars of the original team, and when you see a shelf-full of games in your local store today you'll see the influence of id in dozens of titles. Not only have the methods, vision and humour of the id team penetrated the psyche of many fans who've been inspired to follow in their footsteps, but the id vision has dictated the direction that games have moved in over the years. The timeline to the right shows the huge breadth of games, including John Carmack's very first 3D game, the venerable *Hovertank*.

ANIMATION

Run away!

How each monster runs, bites and dies is essential in creating the right kind of experience. With this in mind, id took on Fred Nilsson, an animator who previously worked on *Shrek*. His experience in highly complex 3D models has been invaluable. He's been a keen player in the testing of the multiplayer too, although he only *just* beat PC GAMER at last year's Quakecon...

Monsters aren't as stupid as you'd think and will happily use the world against you or work together to cut you off and surround you. All this cleverness combines to create environments that are dripping with tension. You think you know fear? Heh, we'll see about that.

MAKING A MASTERPIECE

id Software have undertaken a mammoth task in creating *DOOM 3*. Here are some of the challenges they faced.

Creating a groundbreaking videogame like *DOOM* takes years of hard work and a mountain of determination. The id team have been working steadily for four years to create this monster and all that effort has resulted in a universe that is as unique as it is detailed. Everything must be created from scratch, from the 3D engine which will run the game, to the monsters that will be brought to life by those very technologies.

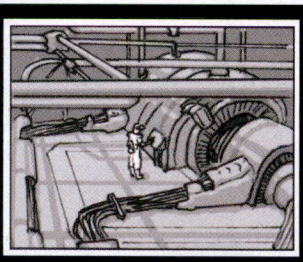
Creating all this is no mean feat, especially when *DOOM 3* has to stay ahead of a whole army of competing 3D technologies. *DOOM 3*'s graphics engine is so advanced that it's actually driving the development of the hardware systems that the game will run on. The graphics card manufacturers ask John Carmack what graphical gizmos he's going to want to be able to make his future games and then they incorporate it into their hardware designs – such is the importance of the development of *DOOM 3*.

id Software have the benefit of John Carmack's visionary talent when it comes to programming systems, but they also rely on a crack team of the best designers,

STORYBOARD

It's a plot

The first job the team had to undertake was to create a story that would detail the parameters of the game they wanted to make. Think this is just a reworking of *DOOM*? Think again. This is a complex world, with a story by veteran scriptwriter Matt Costello. You're going to uncover clues, meet survivors and unravel the mystery of Mars' descent into hell. This is more than a blast-'em-up, we're closer to psychological horror, using the kind of thrills and spills seen in Hollywood movies.



CONCEPT SKETCHES

Hello gorgeous

The artists at id have a formidable task: to create monsters that are convincing, frightening and above all *memorable*. Here you can see a few of the stages that the creation of these creatures goes through. Everything has to be sketched out, coloured up and then recreated as a super-high polygon count model. Once this model has been created it can be used to design the animation and finally scaled to make it ready for import into the game. The id team have spent hundreds of hours poring over these designs and they're now getting close to perfect.

artists, animators and sound designers to turn the mathematical magic into a palpable, visceral gameworld. This team must visualise how demonic creatures will look, sound and, perhaps most important of all, move.

Creating creatures this detailed is a task that has taken years. Every event must be meticulously storyboarded, programmed and tested. It's no good creating a spine-chilling set-piece if the player can merely side-step it or somehow just miss it altogether.

Driving the player through the level in a way that plays on human psychology to know where they're going to look, and why, is vital to the enterprise. This demands that the mappers and designers have an almost supernatural awareness of how their maps will unfold. Just how will people approach the problems laid down for them? And just how should the rocket launcher look, feel and play? These are problems that require precision, patience, balance and a whole lot of playtesting. id are creating a world and have spared no expense to make it totally believable and utterly terrifying.

Hideous upsidedownhead things. Yes, Things! Do you see?

The Revenant is pleased to see you. Just look at his smile.

THE MEANING OF FEAR

Fearless in the face of controversy, *DOOM* brought a mature and serious attitude to gaming. *DOOM 3* takes that methodology to new horizons...

id Software's Todd Hollenshead promised PC GAMER: "We're going to scare the shit out of you..." And that intention looks set to become a reality with the launch of *DOOM 3*. The creatures are alive, the zombies are groaning, and there is one very brassed-off marine on Mars. Of course, *DOOM* has already scared the unmentionables out of us over a decade ago. So, what would be our most enduring memory of *DOOM*? Probably the flashing lights, the dark corridors, the monstrous noises, or perhaps the first, hideous encounter with a pinky demon. *DOOM* was frightening like no other game.

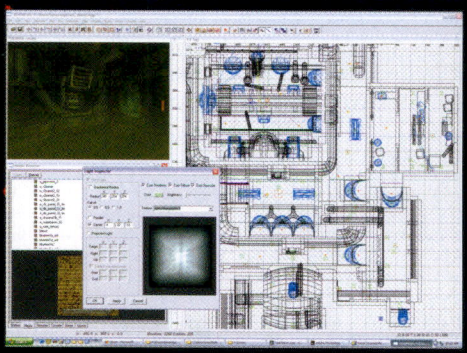
DOOM 3 is set to be even more electrifying than the original. This time, using a whole new 3D renderer, the story of evil invading Mars is even more vivid, even more violent. The genius coding of John Carmack can be seen in every technical aspect of this game. But it's how the technology will be channelled to invoke all the right emotions in you, the player, that really makes the third instalment interesting.

One thing videogames do very well is fear. *DOOM 3* uses all the classic techniques to instil this sense of danger into a player. Much of it is about anticipation. The dim lights, the shattered, flickering neon tubes, the astonishing throbbing and churning noises of the machinery – everything breathes danger and tension. Real physics mean that the player can see things knocked over and moved about, while the realistic shadows mean that a player might detect a monster shambling down a corridor long before they see the beast itself. Once the tension is created, it's time to break it. One of the key techniques here are the scripted sequences. These powerful technologies enable *DOOM 3* to trigger some incredible visuals in front of a player. Monsters can push through doors, smash through bulkheads or burst down through ceiling tiles, all

TECH STUFF

Magic Toolbox

For those of you with time to spare and an inclination towards creativity, *DOOM 3* is going to provide a wealth of creative options. The editor will ship with the game itself and will contain the very tools that id have been using, tweaking and developing as the game has been created. You'll be able to see structure, lighting, shadow effects and material effects as you build the level, so there should be little time wasted in pesky compiling exercises. PC GAMER will bring you an in-depth look at the tools closer to the time and, who knows, we might even show you how to build a level yourself...



THE FRIGHTENERS

The Pinky Demon's nightmarish return...

The dentists in hell aren't all they're cracked up to be, so most demons have to keep their fangs sharp by chewing on human bones and so on.

This fellow might look dead, but he'll soon get up and try to tear your arms off in classic zombie style. He doesn't seem to mind being eaten either...

The id team have taken textures from all kinds of sources to get these visuals. They even scanned injuries from their American football games.

accompanied with brain-curdling sound effects that react to their environment. Creating a believable 3D soundscape has been as important to the project as the visuals.

The real core of it, though, is making you feel vulnerable. You're practically alone on the lip of hell and any of the creatures in the game could kill you. Isolation can have a profound effect on people. "Imagine being trapped alone in an isolated base on the surface of Mars that's being overrun by the forces of hell," said Tim Willits, the project's lead designer. "That's *DOOM 3*."

It's not all about shock-horror frighteners though. There's some really clever stuff in here – such as the use of notes and clues throughout the game that reveal tantalising fragments of the plot. You can pick up dropped PDAs, and use computer interfaces to retrieve info and defeat puzzles. A number of stages in the game will also see you interacting with NPC characters too. At one point you find a hideously mutilated crew-member, slowly dying, slumped up against a bulkhead. He has some grim news for you… Later, you meet up with one of the scientists, who leads you through a darkened technological labyrinth, with his lantern to light the way. If he dies, then you'll be plunged into darkness – and almost certain death.

Devices such as these have been intricately calculated by the *DOOM* team and their scriptwriter, Matt Costello. But, rather than the wild and limitless level design of the original *DOOM* games, the menacing corridors and the fight towards the heart of hell in this new game have all been storyboarded in the same way that a movie or TV show would be. *DOOM 3* is as much about manipulating the psychology of gamers as it is battering their senses with lavish monsters, and leading their imaginations into the incredible, claustrophobic spaces in which the combat will take place.

THE EVOLUTION OF A MONSTER

The beasts of *DOOM* have been reinvented in the imagination labs of id Software.

The new *DOOM 3* technologies mean that the monsters we'll see in-game are more sophisticated than anything else we've ever encountered. A system that uses various hardware acceleration techniques to make a relatively low-polygon model look like something much more detailed gives these monsters a disturbingly life-like quality. Combined with the realistic physics and lighting effects, this level of complexity makes *DOOM 3* the flagship of the next generation in first person gaming experiences. id Software are no newcomers to designing monsters, but they admit that creating these beasts has been a huge challenge.

FLESH EATER

The Zombies

THEN

The fate of many of the soldiers based on Mars is a grisly one. Resurrected by the nightmare powers unleashed from the portal to hell, they live again. Needless to say, they're a whole lot nastier in *DOOM*'s third incarnation. Not only do they looks incredible, but they'll get back up again to bite you if you don't properly finish them off.

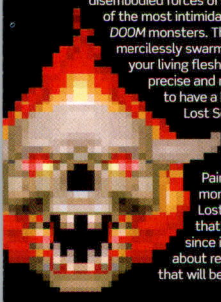
NOW

HOT HEADED

The Lost Souls

THEN

There were times in the original *DOOM* when the howl of The Lost Souls spelt out the last few seconds of your life. These malicious, disembodied forces of darkness have to be one of the most intimidating of the new breed of *DOOM* monsters. They hunt in packs and mercilessly swarm towards you to tear at your living flesh. Players will have to be precise and ruthless in their gunplay to have a hope of getting past The Lost Souls. The question the *DOOM*-heads will be asking, however, is whether there will be any Pain Elementals, the floating monstrosities that spat out Lost Souls in *DOOM II*? Well, that's not yet been confirmed, since id are being pretty shy about revealing all the monsters that will be returning to *DOOM 3*.



NOW

GREAT BALLS OF FIRE

The Imps

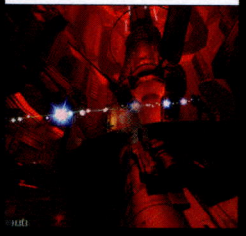
THEN

Ah, the growl of the Imp. This footsoldier of evil is a regular menace in the *DOOM* games and his flamethrowing powers have been the end of many a space marine. In *DOOM 3* this beast is even more fearsome than ever, not least because he's now faster and more agile than in his previous incarnation. Expect to see the Imp bursting out of walls and ceilings in *DOOM 3*...

NOW

DOOMED WITH FRIENDS

Last year's Quakecon in Dallas, Texas saw journos from around the world playing *DOOM 3* multiplayer against id Software themselves. Naturally PC GAMER were there and can report, with a tremble of excitement, that it's an incredible experience. Although visually lavish, like the rest of the *DOOM 3* experience, the multiplayer mode is a stripped down, raw deathmatch game with just four players on the server. This harks back to the original *DOOM* deathmatch, but with even more focus on the power-ups that dominate the level. The new berserk rage power up has to be seen to be believed as the berserker's head explodes into flames and he goes charging around, smashing people's heads off with his bare hands. Naturally, we're looking forward to this immensely.



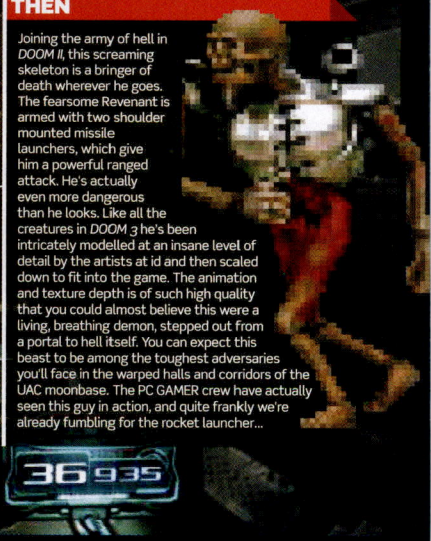
HELL'S TEETH

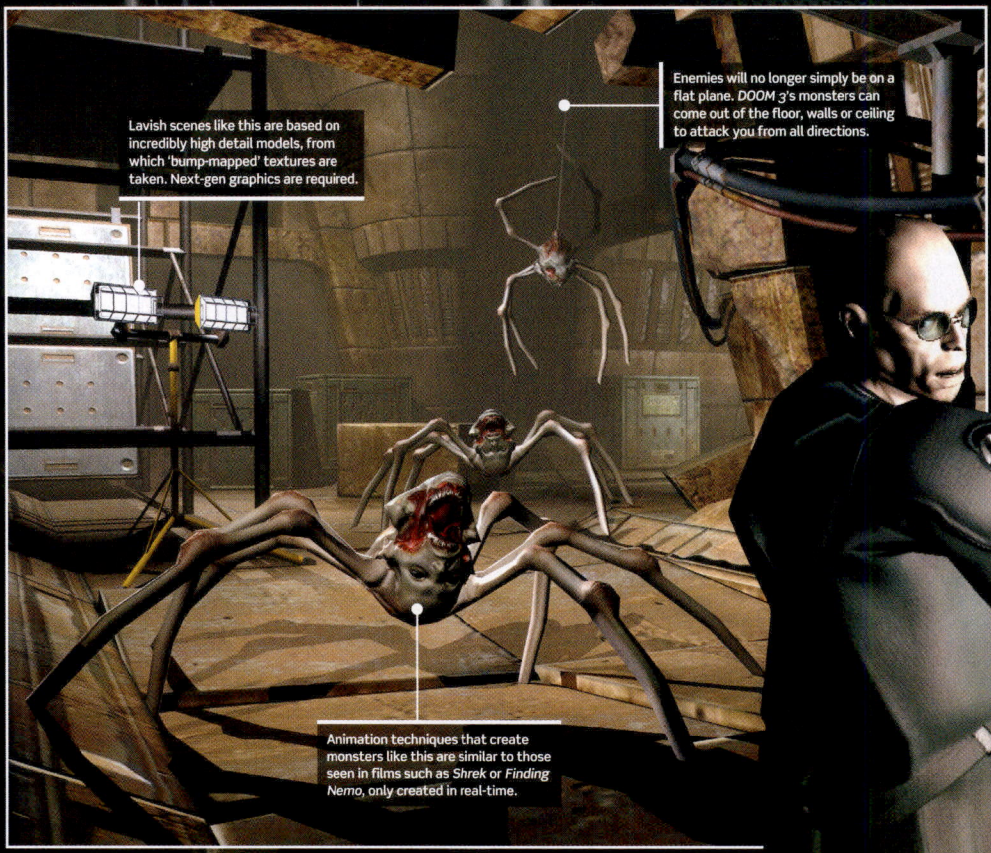
The Revenant

NOW

THEN

Joining the army of hell in *DOOM II*, this screaming skeleton is a bringer of death wherever he goes. The fearsome Revenant is armed with two shoulder mounted missile launchers, which give him a powerful ranged attack. He's actually even more dangerous than he looks. Like all the creatures in *DOOM 3* he's been intricately modelled at an insane level of detail by the artists at id and then scaled down to fit into the game. The animation and texture depth is of such high quality that you could almost believe this were a living, breathing demon, stepped out from a portal to hell itself. You can expect this beast to be among the toughest adversaries you'll face in the warped halls and corridors of the UAC moonbase. The PC GAMER crew have actually seen this guy in action, and quite frankly we're already fumbling for the rocket launcher...




Lavish scenes like this are based on incredibly high detail models, from which 'bump-mapped' textures are taken. Next-gen graphics are required.
Enemies will no longer simply be on a flat plane. *DOOM 3*'s monsters can come out of the floor, walls or ceiling to attack you from all directions.
Animation techniques that create monsters like this are similar to those seen in films such as *Shrek* or *Finding Nemo*, only created in real-time.

DEATH ON MARS

The third *DOOM* game is coming. Here's a cross-section of what you should expect as you descend into hell itself.

Tim Willits, *DOOM 3*'s head design honcho told PC GAMER that he was "Building a world where nothing can be anticipated and everything is disturbing." Well, we think we can anticipate a few things – like the fact that there's going to be lashings of ultra-violence to be had. We've already seen a couple of sequences of the game played through, and the weapons and environment have a clunky, chunky, physical and robust feel to them. This means the action is uncompromisingly fierce, and the tension between the combat sequences is titanic.

This is the game that has defined the next generation of technology. The graphics cards you'll see reviewed on the pages of PC GAMER are actually designed with this game in mind. Yes, you'll need a fairly hefty machine to run it, but we think the investment will be worth it. For a game that's going to push your system to the limit, you'll have to go no further.

Just look at it...

DOOM 3

Don't worry, it's only a flesh wound.

The clever 'bump-mapping' techniques in full effect.

Yes, this well-built chap has been working out in Hell's gym.

The Archvile returns to roast us alive.

The tunnels of Mars are home to nightmares...

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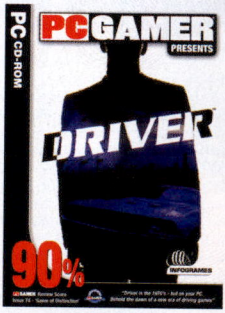
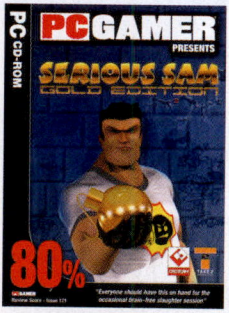
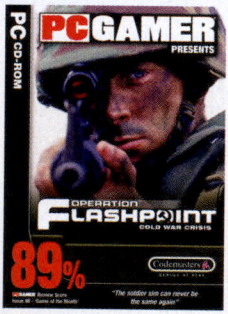


Driving *"One of those rare games that gives you hope for the future of PC gaming."*



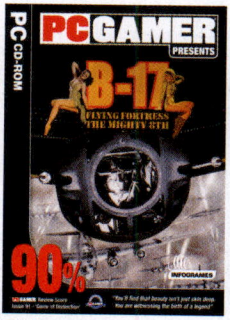
First-Person Shooter *"Comes with both Sam games and a new five-level episode."*

Real-Time Strategy *"C&C polished to the shiniest degree. A must for RTS fans."*



Tactical Shooter *"Takes the soldier sim into new territory. A compulsive slice of warfare."*

Real-Time Strategy *"Its beauty is incidental, there's enough here to satisfy anyone."*



Flight Simulator *"It calmly revolutionises the flight sim genre."*

Shoot-'em-up *"Faultless and as pure as fire.* Space Tripper *isn't retro, it's the future."*

Roleplaying *"An elaborate and enormous world full of adventure."*

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